

Ambush!



Orcs ambush the party!

1 to 2 Heroes = 2 Orcs

3 to 4 Heroes = 3 Orcs

5 Heroes = 4 Orcs

Place the appropriate amount of Orcs on the squares furthest from the Heroes. The Orcs may attack immediately.

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Ashen Strongbox



Half-buried in soot and blackened stone, you uncover a heavy iron strongbox.

Draw a Treasure card and resolve it. If a Wandering Monster is drawn, use the rules of the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey deck.

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Blistering Heat



Each breath scorches your throat, and armor grows hot against your skin. The very air trembles with the fury of the molten land.

The Scorched Earth does not need the sun to burn you.

All Heroes lose 1 Body Point.

Emberwyrms

Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
10	4	3	5	6

Ball of Flame

You come across the infamous Emberwyrms. Place the enemy on the square furthest from the Heroes. Emberwyrms may then immediately start their turn.

Reward: 1 Relic Coin



Erupting Flame



The ground trembles beneath your boots. Without warning, a towering column of flame and molten stone erupts from a crack in the earth.

Each Hero rolls 1 combat die.

Any Shield - Avoid the eruption.

Skull - Lose 2 Body Points.

Infernal Gargoyle



Flame burns from its eyes as it spreads jagged wings. This is no statue but a demon in living stone.

Place a Gargoyle on a square furthest from the Heroes. The Gargoyle may then immediately start its turn.

If any skulls are rolled while defending, take 1 additional Body Point of fire damage.

Omen in the Sky



A crimson moon burns across the sky. The wind grows still, and even the bravest feel its warning.

Reshuffle all discarded Journey cards back into the Journey deck.

Draw 2 Journey cards and resolve them both.

Orc Bounty



A surviving captain of the border guard offers coin for every Orc defeated. The Scorched Earth will not be reclaimed without blood.

While traveling the Scorched Earth any Orcs that are defeated reward 25 gold coins each.

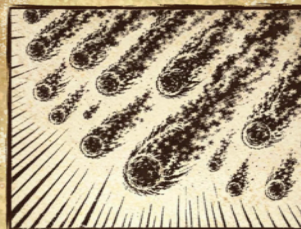
Phoenix Ash



Amid the scorched ruin, you find a vial resting in a nest of warm gray ash. Within it swirls a faint ember, glowing softly as though alive.

Record the artifact to your character sheet and shuffle this card back into the Journey deck.

Rain of Fire



The Scorched Earth answers with fury, as the land becomes a battlefield of falling flame.

Each Hero rolls 1 combat die.

White Shield - Avoid the falling flames.

Black Shield - Lose 1 Body Point.

Skull - Lose 2 Body Points.

Seared by Flame



A burst of fire erupts from the cracked earth, washing over you in blistering heat.

The flames vanish quickly, but the burn remains.

You immediately take 2 Body Points of damage and roll 1 less Combat die on your next attack.

Shroud of Smoke



Dense, choking smoke blankets the land, rising from smoldering fissures and drifting low across the blackened ground.

Visibility drops to only a few paces ahead, and each breath burns your throat. Your progress becomes slow. The journey takes 1 additional day.



The Smoldering Dead



What you thought were lifeless bones suddenly shift. As Falls away as skeletal forms pull themselves upright, their joints glowing with inner fire.

Place 3 Skeletons on the squares furthest from the Heroes. The Skeletons may then immediately start their turn.

Traveling Scout



While traveling the Scorched Earth you encounter a traveling Scout. The mercenary may be hired by any one Hero to accompany them on their next quest for the price of 50 gold coins.



The Journey



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